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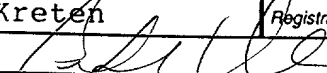
Approved for use through 09/30/2000. OMB 0651-0032
Patent and Trademark Office: U.S. DEPARTMENT OF COMMERCE

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| | | |
|--|--|--------------------------|
| UTILITY PATENT APPLICATION TRANSMITTAL <small>(Only for new nonprovisional applications under 37 C.F.R. § 1.53(b))</small> | Attorney Docket No. | 30083-pa |
| | First Inventor or Application Identifier | Steven A. Weiss |
| | Title | Gaming Device and Method |
| | Express Mail Label No. | EL320965020US |

| APPLICATION ELEMENTS <small>See MPEP chapter 600 concerning utility patent application contents.</small> | ADDRESS TO: Assistant Commissioner for Patents Box Patent Application Washington, DC 20231 | |
|--|--|--|
| 1. <input checked="" type="checkbox"/> * Fee Transmittal Form (e.g., PTO/SB/17) (Submit an original and a duplicate for fee processing) | 5. <input type="checkbox"/> Microfiche Computer Program (Appendix) | |
| 2. <input checked="" type="checkbox"/> Specification [Total Pages 18] (preferred arrangement set forth below) <ul style="list-style-type: none">- Descriptive title of the invention- Cross References to Related Applications- Statement Regarding Fed sponsored R & D- Reference to Microfiche Appendix- Background of the invention- Brief Summary of the invention- Brief Description of the Drawings (if filed)- Detailed Description- Claim(s)- Abstract of the Disclosure | 6. Nucleotide and/or Amino Acid Sequence Submission (if applicable, all necessary) <ul style="list-style-type: none">a. <input type="checkbox"/> Computer Readable Copyb. <input type="checkbox"/> Paper Copy (identical to computer copy)c. <input type="checkbox"/> Statement verifying identity of above copies | |
| 3. <input checked="" type="checkbox"/> Drawing(s) (35 U.S.C. 113) [Total Sheets 4] | ACCOMPANYING APPLICATION PARTS 7. <input type="checkbox"/> Assignment Papers (cover sheet & document(s)) 8. <input type="checkbox"/> 37 C.F.R. § 3.73(b) Statement of Power of Attorney (when there is an assignee) <input type="checkbox"/> 9. <input type="checkbox"/> English Translation Document (if applicable) 10. <input checked="" type="checkbox"/> Information Disclosure Statement (IDS)/PTO-1449 <input checked="" type="checkbox"/> Copies of IDS Citations 11. <input type="checkbox"/> Preliminary Amendment 12. <input checked="" type="checkbox"/> Return Receipt Postcard (MPEP 503) (Should be specifically itemized) * Small Entity 13. <input type="checkbox"/> Statement(s) <input type="checkbox"/> Statement filed in prior application, Status still proper and desired (PTO/SB/09-12) 14. <input type="checkbox"/> Certified Copy of Priority Document(s) (if foreign priority is claimed) 15. <input type="checkbox"/> Other: _____ | |
| 4. Oath or Declaration [Total Pages 1] <ul style="list-style-type: none">a. <input checked="" type="checkbox"/> Newly executed (original or copy)b. <input type="checkbox"/> Copy from a prior application (37 C.F.R. § 1.63(d)) (for continuation/divisional with Box 16 completed)<ul style="list-style-type: none">i. <input type="checkbox"/> DELETION OF INVENTOR(S) Signed statement attached deleting inventor(s) named in the prior application, see 37 C.F.R. §§ 1.63(d)(2) and 1.33(b). | | |
| NOTE FOR ITEMS 1 & 13: IN ORDER TO BE ENTITLED TO PAY SMALL ENTITY FEES, A SMALL ENTITY STATEMENT IS REQUIRED (37 C.F.R. § 1.27), EXCEPT IF ONE FILED IN A PRIOR APPLICATION IS RELIED UPON (37 C.F.R. § 1.28). | | |
| 16. If a CONTINUING APPLICATION, check appropriate box, and supply the requisite information below and in a preliminary amendment: <input type="checkbox"/> Continuation <input type="checkbox"/> Divisional <input type="checkbox"/> Continuation-in-part (CIP) of prior application No: _____ Prior application information: Examiner _____ Group / Art Unit: _____ For CONTINUATION or DIVISIONAL APPS only: The entire disclosure of the prior application, from which an oath or declaration is supplied under Box 4b, is considered a part of the disclosure of the accompanying continuation or divisional application and is hereby incorporated by reference. The incorporation can only be relied upon when a portion has been inadvertently omitted from the submitted application parts. | | |

| | | | | | |
|--|------------------------------|-----------|----------------|----------|----------------|
| 17. CORRESPONDENCE ADDRESS | | | | | |
| <input type="checkbox"/> Customer Number or Bar Code Label (Insert Customer No. or Attach bar code label here) or <input checked="" type="checkbox"/> Correspondence address below | | | | | |
| Name | Bernhard Kreten | | | | |
| Address | 77 Cadillac Drive, Suite 245 | | | | |
| City | Sacramento | State | CA | Zip Code | 95825 |
| Country | United States | Telephone | (916) 921-6181 | Fax | (916) 921-9213 |

| | | | |
|-------------------|---|-----------------------------------|---------|
| Name (Print/Type) | Bernhard Kreten | Registration No. (Attorney/Agent) | 27,037 |
| Signature |  | Date | 9/13/00 |

Burden Hour Statement: This form is estimated to take 0.2 hours to complete. Time will vary depending upon the needs of the individual case. Any comments on the amount of time you are required to complete this form should be sent to the Chief Information Officer, Patent and Trademark Office, Washington, DC 20231. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. SEND TO: Assistant Commissioner for Patents, Box Patent Application, Washington, DC 20231

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FEE TRANSMITTAL for FY 2000

Patent fees are subject to annual revision.
Small Entity payments must be supported by a small entity statement,
otherwise large entity fees must be paid. See Forms PTO/SB/09-12.
See 37 C.F.R. §§ 1.27 and 1.28.

TOTAL AMOUNT OF PAYMENT (\$ 690.00

Complete If Known

Application Number
Filing Date 9/13/00
First Named Inventor Steven A. Weiss
Examiner Name
Group / Art Unit
Attorney Docket No. 30083-pa

METHOD OF PAYMENT (check one)

1. ☐ The Commissioner is hereby authorized to charge indicated fees and credit any overpayments to:

Deposit Account Number 11-1734

Deposit Account Name Bernhard Kreten

☒ Charge Any Additional Fee Required Under 37 CFR §§ 1.16 and 1.17

2. ☒ Payment Enclosed:

☒ Check ☐ Money Order ☐ Other

FEE CALCULATION

1. BASIC FILING FEE

| Large Entity Fee Code (\$) | Small Entity Fee Code (\$) | Fee Description | Fee Paid |
|----------------------------|----------------------------|------------------------|----------|
| 101 690 | 201 345 | Utility filing fee | 690- |
| 106 310 | 206 155 | Design filing fee | |
| 107 480 | 207 240 | Plant filing fee | |
| 108 690 | 208 345 | Reissue filing fee | |
| 114 150 | 214 75 | Provisional filing fee | |

SUBTOTAL (1) (\$ 690.00

2. EXTRA CLAIM FEES

Total Claims 19 -20** = 0 x 0 = 0
Independent Claims 2 -3** = 0 x 0 = 0
Multiple Dependent 0 = 0

**or number previously paid, if greater; For Reissues, see below

| Large Entity Fee Code (\$) | Small Entity Fee Code (\$) | Fee Description | Fee Paid |
|----------------------------|----------------------------|--|----------|
| 103 18 | 203 9 | Claims in excess of 20 | |
| 102 78 | 202 39 | Independent claims in excess of 3 | |
| 104 260 | 204 130 | Multiple dependent claim, if not paid | |
| 109 78 | 209 39 | ** Reissue independent claims over original patent | |
| 110 18 | 210 9 | ** Reissue claims in excess of 20 and over original patent | |

SUBTOTAL (2) (\$ 0.

FEE CALCULATION (continued)

3. ADDITIONAL FEES

| Large Entity Fee Code (\$) | Small Entity Fee Code (\$) | Fee Description | Fee Paid |
|----------------------------|----------------------------|--|----------|
| 105 130 | 205 65 | Surcharge - late filing fee or oath | |
| 127 50 | 227 25 | Surcharge - late provisional filing fee or cover sheet | |
| 139 130 | 239 130 | Non-English specification | |
| 147 2,520 | 247 2,520 | For filing a request for reexamination | |
| 112 920* | 212 920* | Requesting publication of SIR prior to Examiner action | |
| 113 1,840* | 213 1,840* | Requesting publication of SIR after Examiner action | |
| 115 110 | 215 55 | Extension for reply within first month | |
| 116 380 | 216 190 | Extension for reply within second month | |
| 117 870 | 217 435 | Extension for reply within third month | |
| 118 1,360 | 218 680 | Extension for reply within fourth month | |
| 128 1,850 | 228 925 | Extension for reply within fifth month | |
| 119 300 | 219 150 | Notice of Appeal | |
| 120 300 | 220 150 | Filing a brief in support of an appeal | |
| 121 260 | 221 130 | Request for oral hearing | |
| 138 1,510 | 238 1,510 | Petition to institute a public use proceeding | |
| 140 110 | 240 55 | Petition to revive - unavoidable | |
| 141 1,210 | 241 605 | Petition to revive - unintentional | |
| 142 1,210 | 242 605 | Utility issue fee (or reissue) | |
| 143 430 | 243 215 | Design issue fee | |
| 144 580 | 244 290 | Plant issue fee | |
| 122 130 | 222 130 | Petitions to the Commissioner | |
| 123 50 | 223 50 | Petitions related to provisional applications | |
| 126 240 | 226 240 | Submission of Information Disclosure Stmt | |
| 581 40 | 581 40 | Recording each patent assignment per property (times number of properties) | |
| 146 690 | 246 345 | Filing a submission after final rejection (37 CFR § 1.129(a)) | |
| 149 690 | 249 345 | For each additional invention to be examined (37 CFR § 1.129(b)) | |

Other fee (specify) _____

Other fee (specify) _____

* Reduced by Basic Filing Fee Paid

SUBTOTAL (3) (\$

SUBMITTED BY

Name (Print/Type) Bernhard Kreten

Registration No. 27,037
(Attorney/Agent)

Complete (if applicable)

Telephone (916) 921-6181

Signature

Date 9/13/00

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CERTIFICATE OF MAILING UNDER 37 C.F.R. 1.10

Applicant: Steven A. Weiss

For: Gaming Device and Method

Paper:

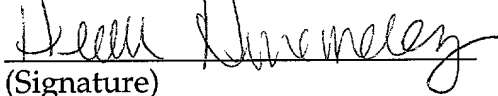
1. A Patent Application (Utility) (comprised of pages 1 through 18);
2. A Utility Patent Application Transmittal;
3. A Fee Transmittal (original and one copy);
4. A Declaration for Patent Application;
5. Four (4) sheets of drawing figures (comprised of figures 1 through 4);
6. A Form PTO-1449 (including prior art copies); and
7. A check in the amount of \$690.00 to cover the government filing fee for utility patent.

I hereby certify that the above identified correspondence, which is attached, is being deposited with the **United States Postal Service, Express Mail, Post Office to Addressee, mailing label #EL320965020US**, in an envelope addressed to:

Assistant Commissioner for Patents
Box Patent Application
Washington, D.C. 20231

on September 13, 2000.

Heidi Hernandez


(Signature)

September 13, 2000
(Date of Signature)

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

TITLE OF THE INVENTION

Gaming Device and Method

FIELD OF THE INVENTION

The following invention is generally related to instrumentalities and methodologies in gaming devices. More specifically, the instant invention is directed to a gaming device having an ultimate winning outcome which allows the player to receive an award or to participate in a subsequent gaming event, and several intermediate winning outcomes in which the player is eligible for an award. Such a gaming device may be utilized as a single-player or a tournament play device. Most specifically, the instant invention is directed to such a gaming device which may engage in several gaming sessions at once, on which the state of play may be saved and dispensed to the player, play to be continued at a later time.

BACKGROUND OF THE INVENTION

Several games exist in the prior art that allow a player to play a game toward an ultimate winning outcome. These games, however, are quick to stagnate, as the player tires of repeatedly engaging in the same gaming proposition. In addition, such games are often over quickly, which does little to retain the player's interest. Games also exist in which a secondary gaming proposition is offered to the player if certain conditions are met. These may help to retain interest, but the duration of these games continues to be rather short. Players are more likely to walk away from such a game than if a game were long enough for a player to realize that more of a personal stake in gaming were involved.

SUMMARY OF THE INVENTION

The present invention is distinguishable over the prior art in a multiplicity of ways. For example, the instant invention provides a device and method for gaming in which a player is rewarded not only for an ultimate winning outcome, but also for any of several possible interim winning outcomes. In this way, the player is potentially rewarded multiple times on the road to the ultimate winning outcome. The reward for the ultimate winning outcome may be an award of credits or a complimentary item or items, or it may consist of a subsequent gaming proposition. This method and device is suitable for tournament play in addition to a single-player proposition.

In addition, this invention allows a player to engage in several gaming sessions concurrently, retaining player interest. Play of the game may be interrupted at any time; the state of play is then saved and the player may resume the same game or set of games at a future time. The state of play is saved and dispensed to the player, who may choose to continue the session later at that machine, or at any similar machine that allows such an event.

OBJECTS OF THE INVENTION

Accordingly, it is a primary object of the present invention to provide a new and novel device and method for gaming, in which a player is rewarded not only for an ultimate winning outcome, but for any of several intermediate winning outcomes.

It is a further object of the present invention to provide a device and method as characterized above which provides an award or a subsequent gaming proposition if the player achieves the ultimate winning outcome.

It is a further object of the present invention to provide a device and method as characterized above which allows a player to engage in several gaming sessions concurrently.

It is a further object of the present invention to provide a device and method as characterized above which provides the player with an option to save the state of the current game and resume playing at a future time.

It is a further object of the present invention to provide a device and method as characterized above which may be utilized not only as a single-player gaming proposition, but also as a gaming proposition suitable for tournament play.

Viewed from a first vantage point, it is an object of the present invention to provide a method for gaming, the steps including: making a wager to enable the gaming device, evoking chance means to produce a plurality of outcomes concurrently, displaying the plurality of outcomes, comparing each of the plurality

of outcomes to an ultimate winning outcome, triggering a subsequent event if any of the plurality of outcomes matches the ultimate winning outcome, determining whether, if none of the plurality of outcomes matches the ultimate winning outcome, any of the plurality of outcomes matches an intermediate winning outcome, awarding credits if any of the plurality of outcomes matches an intermediate winning outcome, continuing to evoke chance means to produce subsequent pluralities of outcomes until said ultimate winning outcome is produced or until said subsequent outcomes are no longer possible, and saving the current set of said outcomes and said subsequent outcomes on encoded moveable media, said encoded moveable media dispensed to the player for later use.

Viewed from a second vantage point, it is an object of the present invention to provide a gaming device, comprising, in combination: a display, a processor operatively coupled to said display, including random output means appearing on said display, resulting in a plurality of outcomes, means for comparing each of said plurality of outcomes to a set of winning outcomes, said set of winning outcomes including an ultimate winning outcome and a plurality of intermediate winning outcomes, award means evoked if any of said plurality of outcomes matches one of said winning outcomes, including means to trigger a subsequent gaming event if any of said plurality of outcomes matches said ultimate winning outcome, continuance means for generating subsequent pluralities of outcomes, and saving

BRIEF DESCRIPTION OF THE DRAWINGS

Figure 1 is a flowchart of the methodology according to the present invention.

Figure 2 is a depiction of the apparatus associated therewith.

Figure 3 is a depiction of the display screen shown in figure 2, depicting a plurality of randomly-numbered positions in a row and column (RXC) matrix.

Figure 4 is a 3D view of the display screen.

DESCRIPTION OF PREFERRED EMBODIMENTS

Considering the drawings, wherein like reference numerals denote like parts throughout the various drawing figures, reference numeral 10 as shown in FIG. 2 is directed to the device according to the present invention.

In its essence, the device 10 includes a housing 16 which supports a visual display 2, preferably a video monitor, therewithin. The display 2 may include a window 8 for special messages or for incrementing counting of credits accumulated by the player. The device also includes an LED or other readout 4 for prompting the player and can provide similar verbiage as the window 8 or in lieu thereof, to stimulate the player. The device includes an inlet 6 for the reception therein for coins, currency or the like to auger in the inception of play. A separate slot 7, capable of accepting and dispensing encoded moveable media, is also present. A plurality of decision-making buttons 12 are located on the face of the apparatus 10, preferable below the display 2 and a pull handle 14 can be used to initiate play or as an alternative to supplement the decision-making buttons 12. A coin hopper 18 or ticket printer may be included to effectuate an output of an award due the player. The device 10 may have a top portion 32 with a display thereon having a motif correlative with the game to be played and can include a paytable. A plurality of speakers 34 may be included on the device for aural interaction with the player. The apparatus also includes a processor P coordinating all functions and a random number generator G operatively coupled thereto for generating outcomes.

More specifically, and with reference to FIG. 3, greater details with respect to the video display 2 can be explored. In the preferred embodiment, the display 2 features a plurality of randomly-numbered positions 20 in a row and column (RXC) matrix 21. Numbers for play appear in box 22 and are randomly generated by random number generator G for play on the matrix 21. Preferably, the matrix defines a 5 X 5 array, correlative of BINGO, and above row one depicts the letter "BINGO", defining, with positions 20 an alpha numeric display. The display could also be three dimensional (3D) (FIG. 4).

Thus, with BINGO, all positions 20 are initially nominated like a BINGO card. As "called" numbers appear in box 22, matches with positions 20 are highlighted.

Referring to FIG. 1, the flow chart associated with the apparatus of FIGS. 2 and 3 can be explored. In a single-player embodiment, the player engages in a gaming proposition using the display pictured of FIG.3, on which a matrix 21 composed of randomly-numbered positions 20 is present. Randomly-generated numbers 22 appear on the display 2 and are compared to the numbers 20 on the matrix 21; if the numbers match, then that position appears bolded, highlighted or "covered" on the matrix 21. Each match (or non-match) can be a gaming proposition. The ultimate, maximum winning outcome in this embodiment is to cover all of the positions in the matrix. Before the entire matrix 21 is filled, there are opportunities to cover positions 20 in intermediate winning combinations, such as covering a certain number of positions 20 in a certain orientation, such as all in a row, all in a column,

"four corners", etc. correlative of BINGO winning orientations. The player is awarded for these intermediate winning combinations as well as any match. Randomly-generated numbers continue to appear in box 22 on the display 2 until a predetermined number of numbers have been generated or until another preset event occurs, such as the expiration of time or predetermined number of wagers. If the player has not filled the matrix 21 at this point, the player loses, and has the option to play again, or to quit and cash out.

If the player succeeds in covering all the spaces in the matrix, an award of credits or other complimentary items is given. A player can increase enjoyment by playing multiple BINGO cards simultaneously on the display 2. Alternatively, or in addition, the player is then eligible to engage in a subsequent gaming proposition. These subsequent gaming propositions may take the form of "racing-style" events such as a simulated car or horse race or other gaming simulations such as Keno. The player may be awarded further for winning outcomes in these subsequent gaming propositions.

Players may save games which are not yet finished by using one of the decision-making buttons 12 to indicate that saving is desired. The device would then save the state of the game in present state of play, preferably via encoded moveable media such as a smart card or a card having a readable, writeable magnetic strip, and dispense it to the player through the slot 7. The player may take this saved game card and insert it into any compatible device at a future time, which would

allow the player to continue the saved game at its present state when the player retired.

In a tournament situation, players would concurrently engage in the initial gaming proposition in competition with one another for example, as a function of time played or wagers made. Players could be eligible for intermediate prizes in this situation, even if they did not achieve the ultimate winning outcome. If no player in the tournament covered the entire BINGO card during the allotted tournament rule set, best performance would still be rewarded.

Moreover, having thus described the invention, it should be apparent that numerous structural modifications and adaptations may be resorted to without departing from the scope and fair meaning of the instant invention as set forth hereinabove and as described hereinbelow by the claims.

CLAIMS

I Claim:

Claim 1/- A method for gaming, the steps including:

making a wager to enable the gaming device,

evoking chance means to produce a plurality of outcomes concurrently,

displaying the plurality of outcomes,

comparing each of the plurality of outcomes to an ultimate winning outcome,

triggering a subsequent event if any of the plurality of outcomes matches the ultimate winning outcome,

determining whether, if none of the plurality of outcomes matches the ultimate winning outcome, any of the plurality of outcomes matches an intermediate winning outcome,

awarding credits if any of the plurality of outcomes matches an intermediate winning outcome,

continuing to evoke chance means to produce subsequent pluralities of outcomes until said ultimate winning outcome is produced or until said subsequent outcomes are no longer possible, and

saving the current set of said outcomes and said subsequent outcomes on encoded moveable media, said encoded moveable media dispensed to the player for later use.

Claim 2 - The method of claim 1 wherein said chance means produce randomly-generated numbers corresponding to a randomly-numbered playfield oriented in a row-and-column (RXC) matrix in which said ultimate winning outcome consists of matching all of said randomly-generated numbers to said randomly-numbered playfield.

Claim 3 - The method of claim 2 wherein a plurality of said intermediate winning outcomes are possible by matching a subset of the numbers in said randomly-numbered playfield to said randomly-generated numbers.

Claim 4 - The method of claim 1 wherein said subsequent event is comprised of the awarding of credits.

Claim 5 - The method of claim 1 wherein said subsequent event is comprised of the awarding of a plurality of complimentary items other than credits.

Claim 6 - The method of claim 1 wherein said subsequent event is comprised of a subsequent gaming event.

Claim 7 - The method of claim 1 wherein said subsequent event comprises:
awarding credits, and
engaging in a subsequent gaming event.

Claim 8 - The method of claim 7 wherein said subsequent gaming event comprises:

allowing a player to select a subset of outcomes from a set of possible outcomes,

generating outcomes,

comparing the selected subset of outcomes with the generated outcomes, and

awarding credits according to a payable for matches between the selected subset of outcomes and the generated outcomes.

Claim 9 - The method of claim 7 wherein said subsequent gaming event comprises means for simulating a racing event.

Claim 10 - The method of claim 2 wherein said subsequent event comprises:

awarding credits, and

engaging in a subsequent gaming event.

Claim 11 - The method of claim 10 wherein said subsequent gaming event comprises:

allowing a player to select a subset of outcomes from a set of possible outcomes,

generating outcomes,

comparing the selected subset of outcomes with the generated outcomes, and

awarding credits according to a payable for matches between the selected subset of outcomes and the generated outcomes.

Claim 12 - The method of claim 10 wherein said subsequent gaming event comprises means for simulating a racing event.

Claim 13 - The method of claim 3 wherein said subsequent event comprises:

awarding credits, and
engaging in a subsequent gaming event.

Claim 14 - The method of claim 13 wherein said subsequent gaming event comprises:

allowing a player to select a subset of outcomes from a set of possible outcomes,
generating outcomes,
comparing the selected subset of outcomes with the generated outcomes, and

awarding credits according to a payable for matches between the selected subset of outcomes and the generated outcomes.

Claim 15 - The method of claim 13 wherein said subsequent gaming event comprises means for simulating a racing event.

Claim 16 - The method of claim 1 wherein only a single player is involved.

Claim 17 - The method of claim 1 wherein a plurality of players may participate in concurrent gaming sessions in competition with each other.

Claim 18 - The method of claim 2 wherein said RXC matrix is three dimensional.

Claim 19 - A gaming device, comprising, in combination:

a display,

a processor operatively coupled to said display, including random output means appearing on said display, resulting in a plurality of outcomes,

means for comparing each of said plurality of outcomes to a set of winning outcomes, said set of winning outcomes including an ultimate winning outcome and a plurality of intermediate winning outcomes,

award means evoked if any of said plurality of outcomes matches one of said winning outcomes, including means to trigger a subsequent gaming event if any of said plurality of outcomes matches said ultimate winning outcome,

continuance means for generating subsequent pluralities of outcomes,
and

saving means to store the state of play on encoded moveable media,
including means to dispense said encoded moveable media for use at a later time.

ABSTRACT OF THE DISCLOSURE

A method and device for gaming, in which an initial game is played toward an ultimate winning outcome, but with several intermediate winning outcomes possible before achieving the ultimate winning outcome. Several of these games may be played concurrently on the same device in pursuit of the ultimate winning outcome. Achieving the ultimate winning outcome may result in an award or in a subsequent gaming event. Play of a single gaming session need not take place in one sitting; the state of the current session may be saved, dispensed to the player in a physical form, and resumed at a later time.

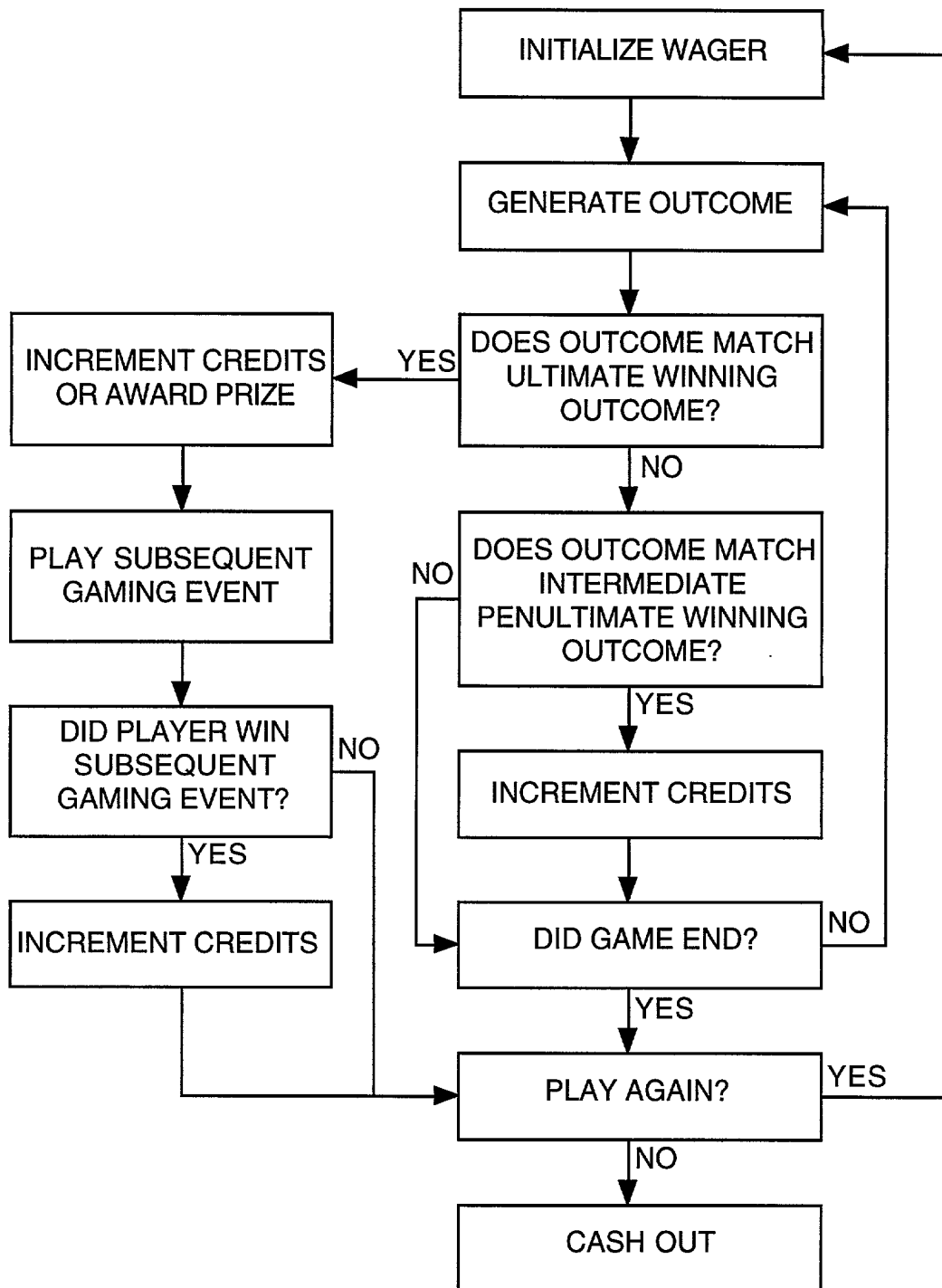


Figure 1

FIG. 2 is a perspective view of the device 10 in a closed position. The device 10 includes a main body 16 and a lid 32. The main body 16 includes a display 2, a keypad 12, and a control panel 18. The lid 32 includes a handle 14 and a latch 4. The device 10 is shown in a closed position, with the lid 32 covering the main body 16.

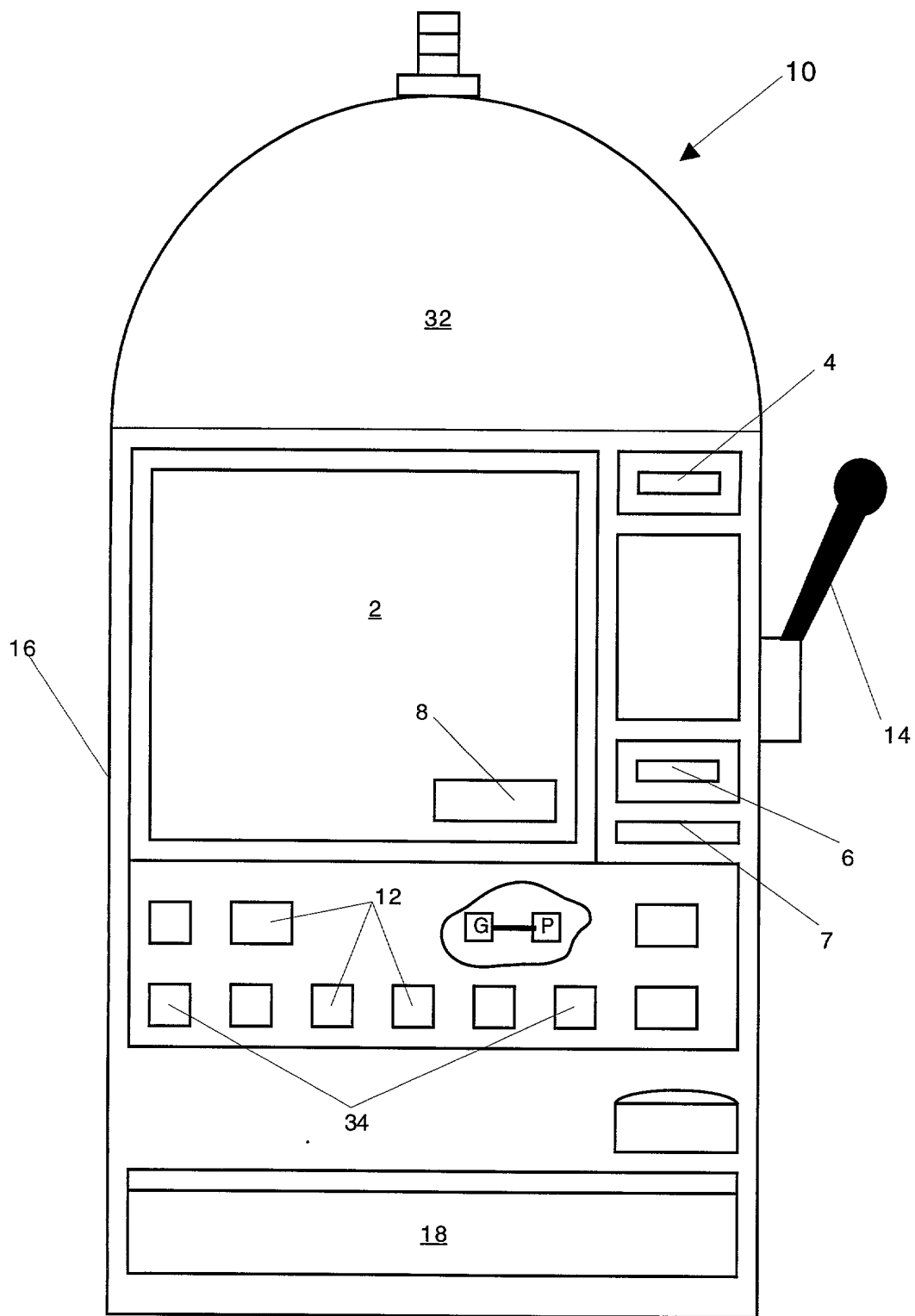


Figure 2

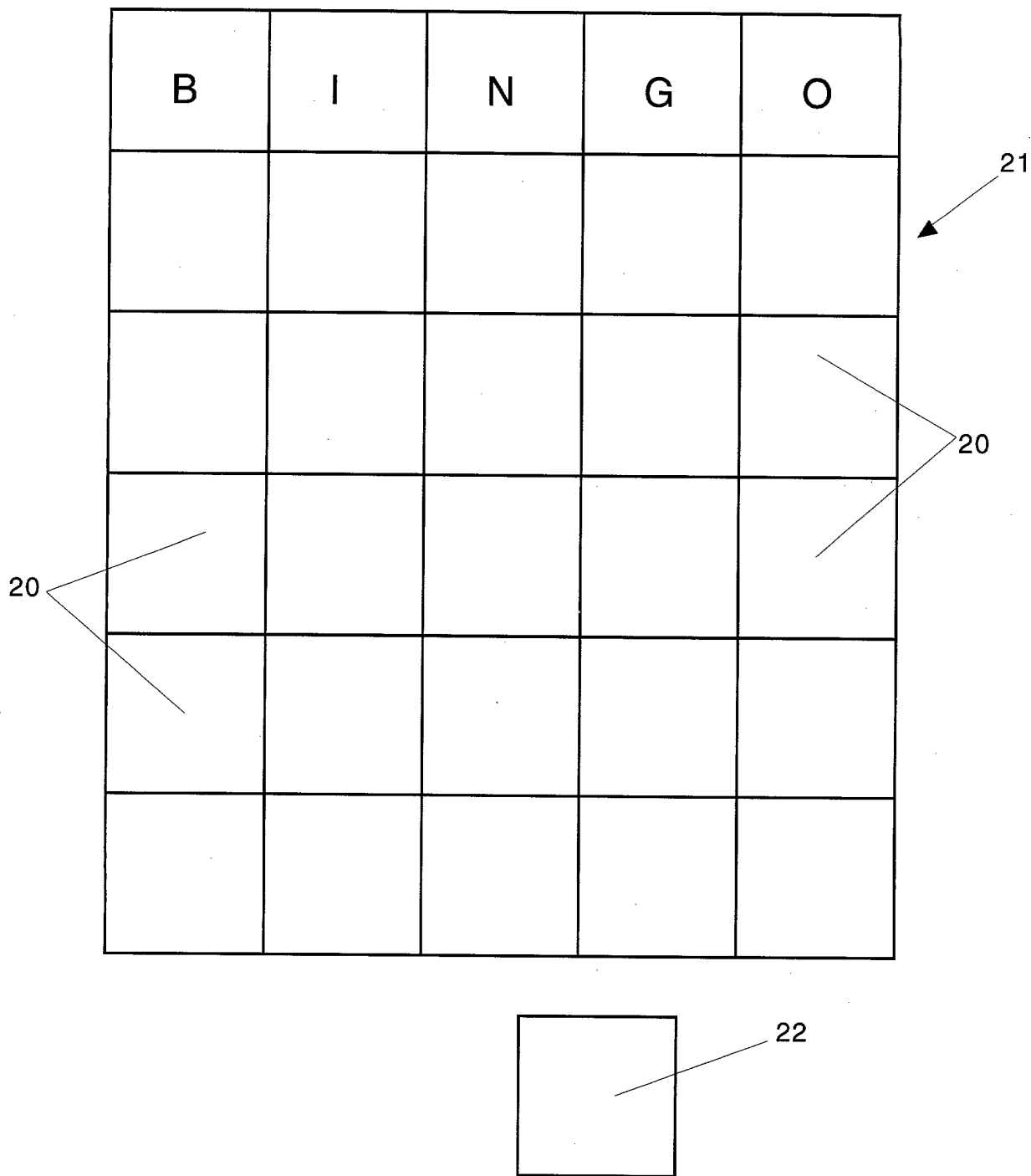


Figure 3

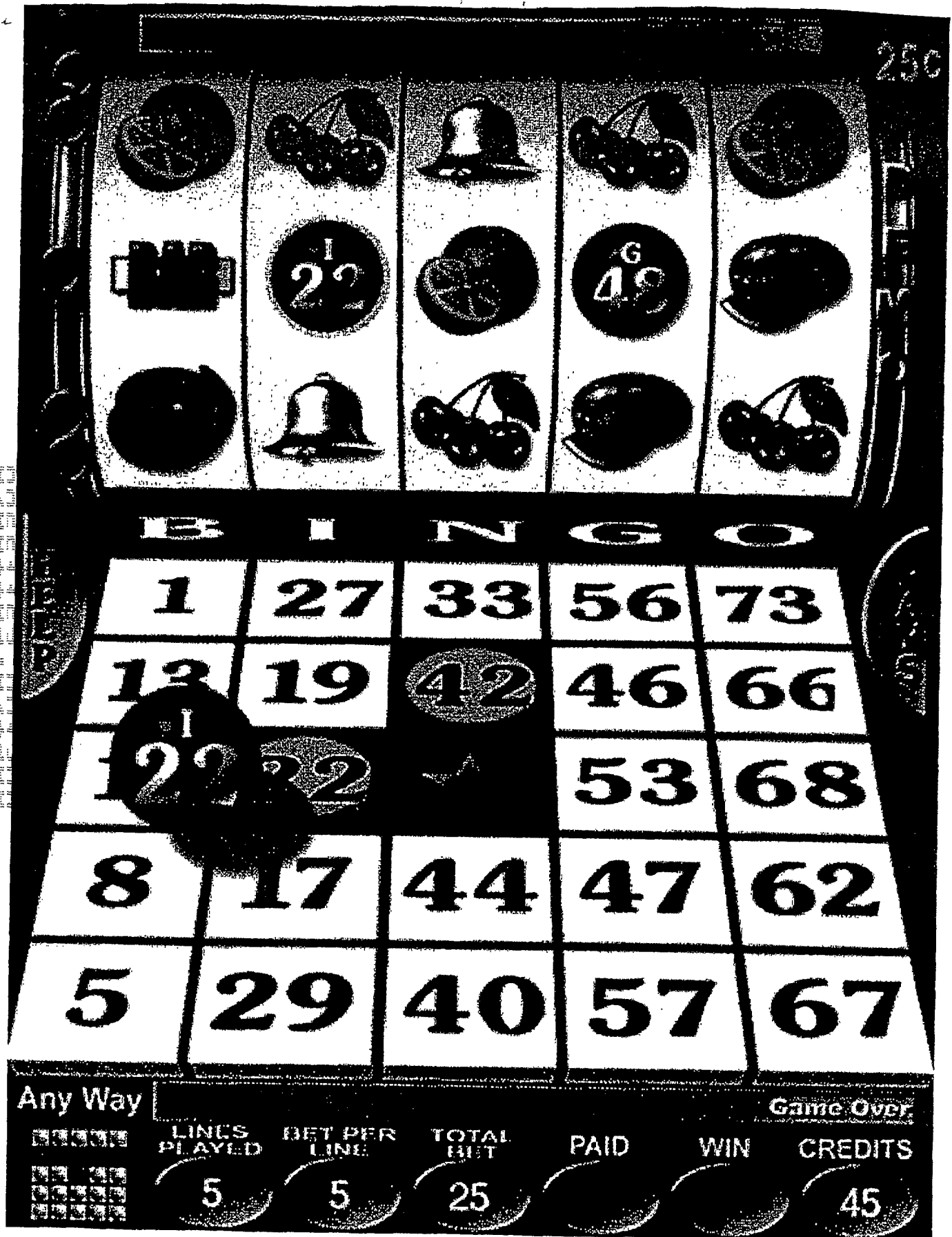


Figure 4

DECLARATION FOR PATENT APPLICATION

As a below named inventor, I hereby declare that:

My residence, post office address and citizenship are as stated below next to my name.

I believe I am the original, first and sole inventor (if only one name is listed below) or an original, first and joint inventor (if plural names are listed below) of the subject matter which is claimed and for which a patent is sought on the invention entitled Gaming Device and Method, the specification of which:

XX is attached hereto.

— was filed on — as Application Serial No.: —
and was amended on: — (if applicable).

I hereby state that I have reviewed and understand the contents of the above identified specification including the claims, as amended by any amendment referred to above.

I acknowledge the duty to disclose information which is material to the examination of this application in accordance with Title 37. (Code of Federal Regulations 1.56(a)).

I hereby claim foreign priority benefits under Title 35, U.S. Code 119 of any foreign application(s) for patent or inventor's certificate listed below and have also identified below any foreign application for patent or inventor's certificate having a filing date before that of the application on which priority is claimed:

| Prior Foreign Application(s) | Priority Claimed |
|------------------------------|------------------|
| | NO |
| (Number) | (Country) |
| | (Day/Month/Year) |

I hereby claim the benefit under Title 35, U.S. Code 120 of any U.S. application(s) listed below and, insofar as the subject matter of each of the claims of this application is not disclosed in the prior U.S. application in the manner provided by the first paragraph of Title 35, U.S. Code 112, I acknowledge the duty to disclose material information as defined in Title 37, Code of Federal Regulations, 1.56(a), which occurred between the filing date of the prior application and the national or PCT international filing date of this application:

| | | |
|--------------------------|---------------|---------------------------------------|
| (Application Serial No.) | (Filing Date) | (Status-patented, pending, abandoned) |
|--------------------------|---------------|---------------------------------------|

I hereby appoint BERNHARD KRETEN, Reg. No. 27,037 to prosecute this application and to transact all business in the Patent and Trademark Office connected herewith.

Address all telephone calls to: (916) 921-6181

Address all correspondence to 77 Cadillac Drive, Suite 245, Sacramento, California 95825

I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under section 1001 of Title 18 of the United States Code, and that such willful false statements may jeopardize the validity of the application or any patent issued thereon.

Full Name of Inventor: Steven A. Weiss Citizenship: United States

Inventor's Signature: _____ Date: _____

Residence: 3300 Birtcher Drive, Las Vegas, Nevada 89118

Post Office Address: 3300 Birtcher Drive, Las Vegas, Nevada 89118